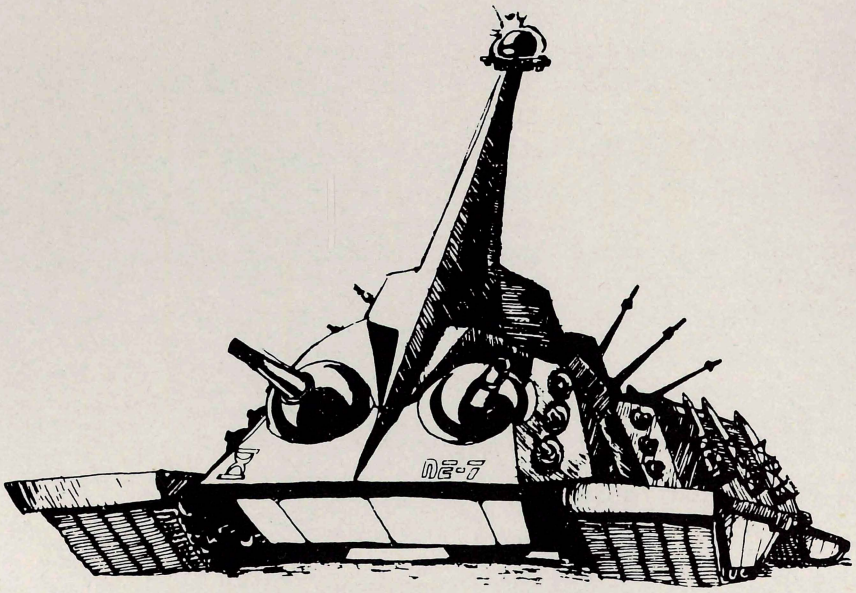
OGRE®

PLAYER REFERENCE CARD



ORIGIN SYSTEMS INC.

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TO BEGIN PLAYING OGRE

1. Place the **OGRE** disk, label side up, in the disk drive and turn on the power.
2. Once past the title page, a dialogue box will prompt for the type of input device: K-keyboard, M-mouse, or J-joystick. The options may vary depending on what input devices are installed. The desired device is selected by pressing the appropriate key. In addition, the joystick can be selected by pressing either of its buttons, or the mouse can be selected by moving it or pressing its button.
3. **OGRE** will start in the **Field Editor**, from where the player can either continue a previously saved game or start a new game.

OGRE CONTROL

Making Choices. Choices are made in **OGRE** through the use of the **pointer,** a black, triangular object that can be moved around with a mouse, joystick or keyboard. A mouse (if available) or joystick is highly recommended for playing **OGRE. OGRE** can be played using the keyboard to move the pointer and to simulate 'clicking' or pressing a button, or it can be played entirely with 'pointing', 'clicking' and 'dragging' techniques using a mouse or joystick.

Clicking. Some selections in **OGRE** are made by first moving the pointer to the desired object or option, then pressing and quickly releasing the button. This is referred to as **clicking.** When playing with the keyboard, typing **RETURN** will simulate pressing or releasing the button.

Dragging. Another method of designating choices is by **dragging.** Dragging is accomplished by placing the pointer over the desired object then pressing **and holding** the button while moving the pointer to another location. Releasing the button completes the drag. If playing with keyboard control, typing **RETURN** will simulate holding the button down. When the pointer is in the desired location, typing **RETURN** again will release the button and complete the drag.

Pulling down the Menu. In the upper right corner of the screen are two **menus** that can be **pulled down.** The first is titled 'Menu' and the second is 'OSI'. To pull down either menu place the pointer over the desired title and press and hold the button. The selected menu title will become highlighted and a list of **commands** will appear beneath the title. Releasing the button without moving the pointer will cause the menu to disappear. The menus can also be pulled down by typing **M** (on a //e or //c) or **SHIFT-M** (on a][,][+ or ///).

Choosing Menu Commands. Menu commands are chosen by using the **dragging** technique. Position the pointer over the selected menu title and pull down the menu by pressing the button. While holding the button down, drag the pointer to the desired menu command. As the pointer moves through the menu, each command is highlighted in turn. When the desired command is highlighted, releasing the button selects it. If you change your mind about choosing a command, move the pointer off the menu, or back up to the title, then release the button. Nothing is chosen unless you release the button while one of the commands is highlighted.

Dimmed Commands. When 'Menu' is pulled down, some of the commands are less distinct than others. These less distinct commands are referred to as **dimmed**. Dimmed options are ones that cannot be used at that time.

Dialogue Boxes. Whenever additional information is required to complete a command, a **dialogue box** appears. Dialogue boxes usually have special areas called 'buttons' to click, such as 'OK' or 'Cancel'. Sometimes they present further options for selection. Dialogue boxes are also used to warn you if you're about to do something that is irreversible. If keyboard control is used, the pointer will automatically move to a dialogue box anytime one appears. Typing **O** or **V** will move the pointer to the 'OK' button and typing **RETURN** will press it. Typing **CTRL-O** or **CTRL-V** (or button 1 on the joystick) will automatically invoke the 'OK' button.

Control Keys. In most cases, pressing single keys, such as **O** or **V**, will move the pointer to a command area (i.e. the 'OK' button, or the 'Menu') **without invoking that command.** The command must then be invoked by a second keystroke, such as typing **RETURN**. This two-step process is a safety precaution against accidentally choosing the wrong command. This precaution can, in most cases, be overridden by pressing the **CTRL** key while simultaneously pressing the desired command key. This will automatically invoke the desired command without requiring the additional keystroke.

LOADING AND SAVING GAMES

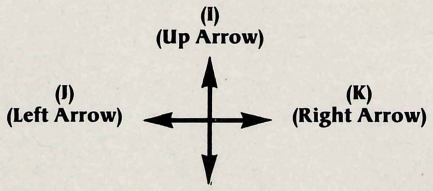
A previously saved game can be loaded at any time. If a battle is in progress when another game is loaded, the current game will be lost unless it is saved first. To load a game, select "Load a Game" from the Menu.

A dialogue box will appear from which one of five saved games can be selected. Select the desired game and then click 'OK'. The selected game will be loaded in and the battle will proceed from where it was saved.

The current status of a battle can be saved for continued play later by selecting "Save a Game" from the Menu.

A dialogue box will appear, from which one of five games can be selected for saving. Select the desired game and then click 'OK'. The game will be saved and play can continue.

MOVEMENT



< , slow pointer movement

> . fast pointer movement

The movement keys are active only when the keyboard is selected for input. Apple][,][+, and /// use IJKM only. //e and //c use arrows only. All other keyboard shortcuts are active at any time during play, except where noted.

DEFENDER ATTRIBUTES

Defender	Defense Strength	Attack Strength	Attack Range	Movement
CP	0	0	0	0
Heavy Tank	3	4	2	3
Missle Tank	2	3	4	2
Howitzer	1	6	8	0
GEV	2	2	2	4-3
INF3	3	3	1	2
INF2	2	2	1	2
INF1	1	1	1	2

OGRE MARK III AND V ATTRIBUTES

Part	Quantity III	Quantity V	Defense Strength	Attack Strength	Attack Range
Missiles	2	6	3	6	5
Main Battery	1	2	4	4	3
Secondary Bat.	4	6	3	3	2
Antipersonnel	8	12	1	1	1
Treads	45	60	1	0	0

The Mark V is a larger, more formidable version of the Mark III.

GENERAL

RETURN used to simulate holding and releasing a joystick or mouse button

A Moves pointer to map scrolling arrows

M Moves pointer to menus and pulls one down (//e, //c only)

SHIFT-M Moves pointer to menus and pulls one down (][,][+, ///)

D Toggles Drop/Drag mode (active in Field Editor only)

1–0 Selects piece number 1–0 (active in Field Editor only)

U Moves pointer to Undo button (or Clear button)

CTRL-U Invokes Undo function (joystick/mouse only)

C Moves pointer to Clear button (or Undo button)

CTRL-C Invokes Clear function (or Undo function)

F Moves pointer to Fire button

CTRL-F	Invokes Fire function
S	Moves pointer to Split button
CTRL-S	Invokes Split function
G	Moves pointer to Group button
CTRL-G	Invokes Group function
R	Moves pointer to Range button
CTRL-R	Invokes Range function
D	Moves pointer to Done button
CTRL-D	Invokes Done function
E	Examine and/or select piece pointed to (keyboard control only)
T, SPACE BAR, or joystick Button 1	Invokes targetting with/at selected defender

DIALOGUE BOX

(NOTE: IF KEYBOARD IS BEING USED, POINTER GOES TO DIALOGUE BOX AUTOMATICALLY.)

O	Moves pointer to OK button
CTRL-O or joystick button 1	Invokes OK button
C	Moves pointer to Cancel button
CTRL-C or ESC	Invokes Cancel function

USING THE KEYBOARD SHORTCUTS

Here are some examples of how keyboard controls can be used to speed up game play.

Ogre attacking defender:

1. Move the pointer to the desired defender.
2. Press the **SPACE BAR, T,** or **joystick button 1** to invoke the targetting dialogue box. If the defender is within range the dialogue box will appear.
3. Select the desired weapons then type **CTRL-O** for 'OK'.
4. Type **CTRL-F** to fire.

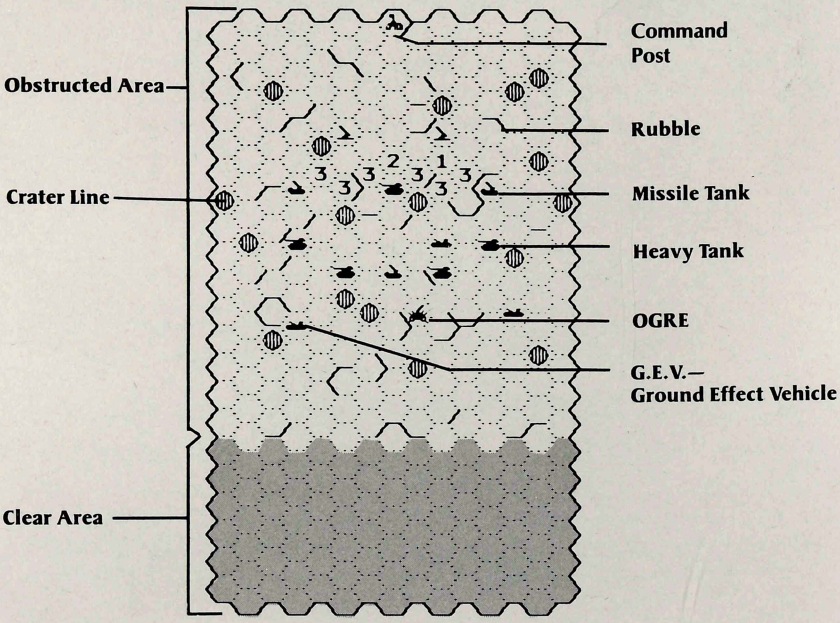
Splitting Infantry:

1. Move the pointer to the desired infantry.
2. Type **E** to examine the infantry's statistics. The main purpose in this is to select the infantry without having to type **RETURN** twice.
3. Type **CTRL-S** to split the infantry.

Ranging a unit: **1.** Move the pointer to the desired unit. **2.** Type **E** to examine/select the unit. **3.** Type **CTRL-R** to view the unit's range. **4.** Type another key to continue.

OGRE® BATTLEFIELD AND MENU BARS

OGRE® MAP



MENU BARS